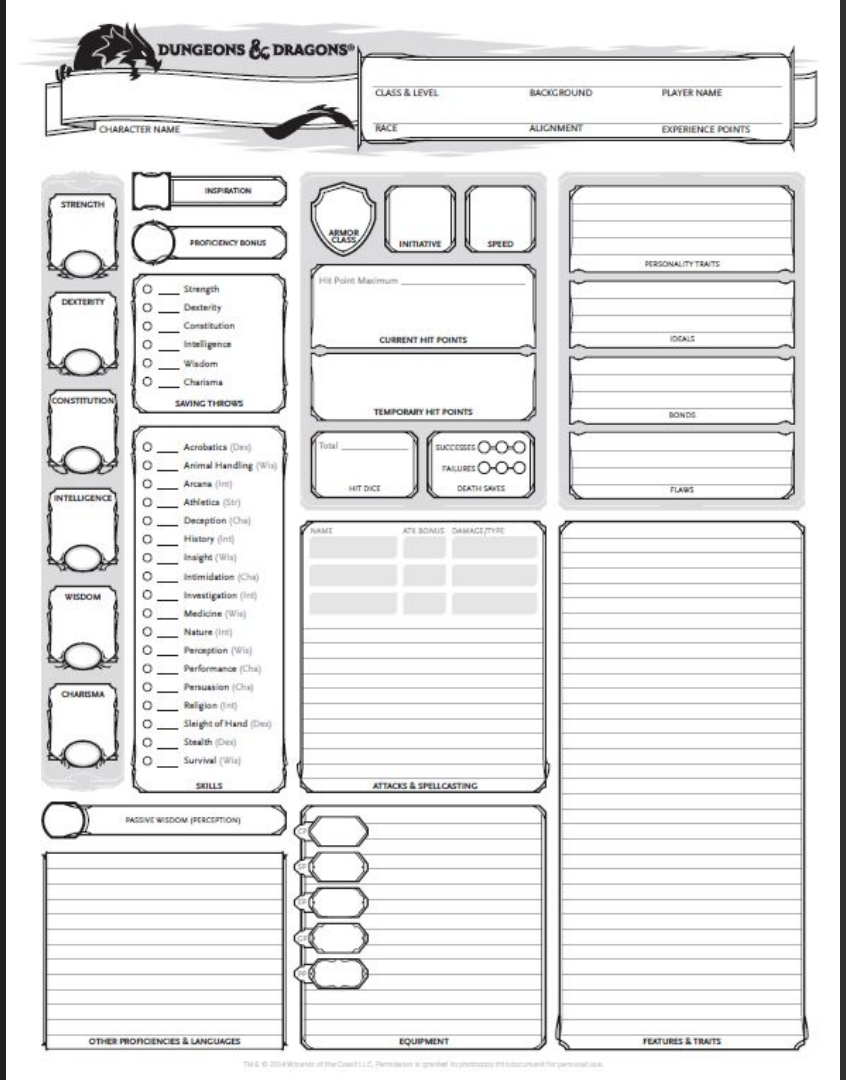
HANDYHOW TO FILL OUT A CHARACTER SHEET

GUILD

If the sight of one of these puts you in a cold sweat or has you seeing double, look no further.



This handy guide will help you fill out a character sheet like a professional!

Race

Race

- In D&D, *race* refers to any intelligent humanoid species

Race

Select a **race** now and record it near the top of your character sheet

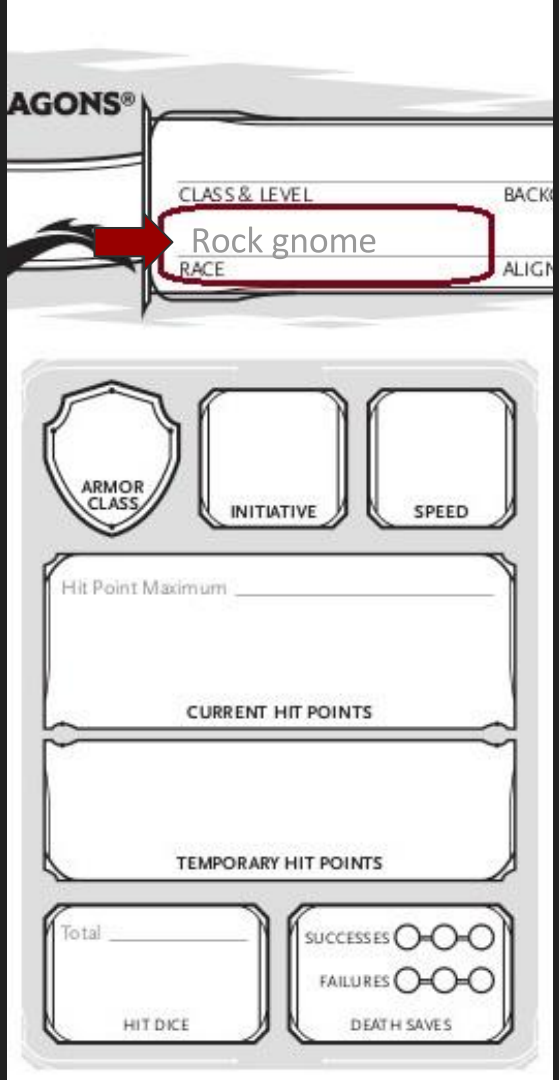
Common:

- dwarf
- elf
- halfling
- human

Rare:

- gnome
- half-elf
- half-orc
- tiefling

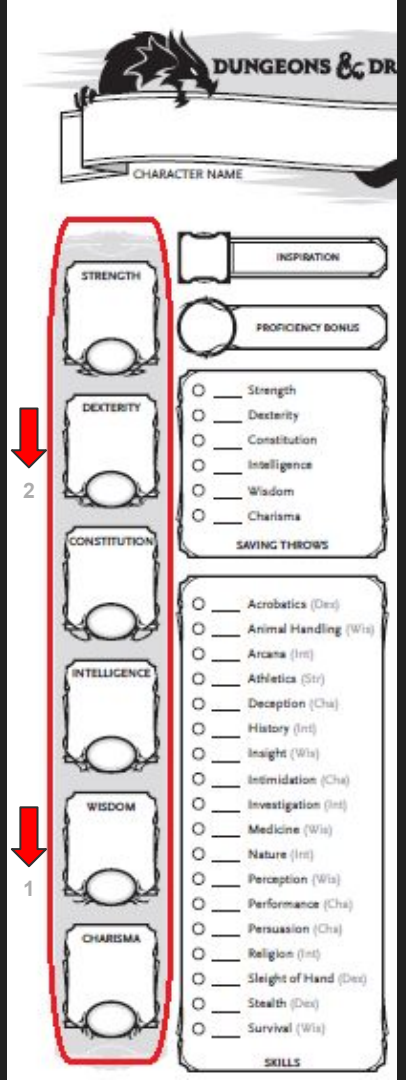
Also choose a **subrace** if you're playing a dwarf, elf, halfling, or gnome



Race

Every race has an ability score increase

Lightly jot down your ability score increase in the left-hand column on your character sheet

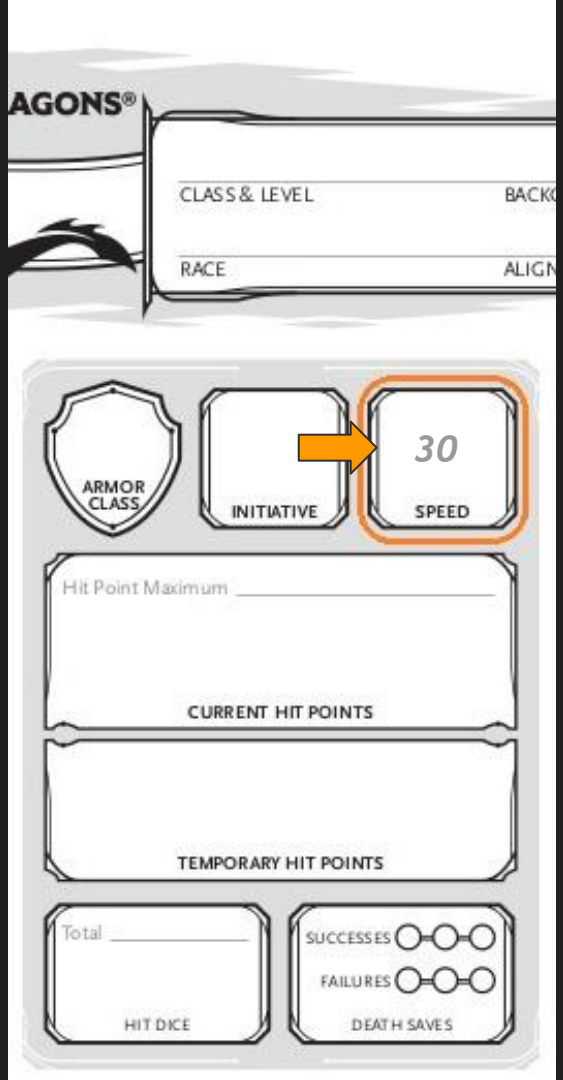


Race

Every race has a base walking speed, usually 25 or 30 feet

This number represents how far your character can move in one turn in combat

Record your speed in the box provided on your character sheet



Race

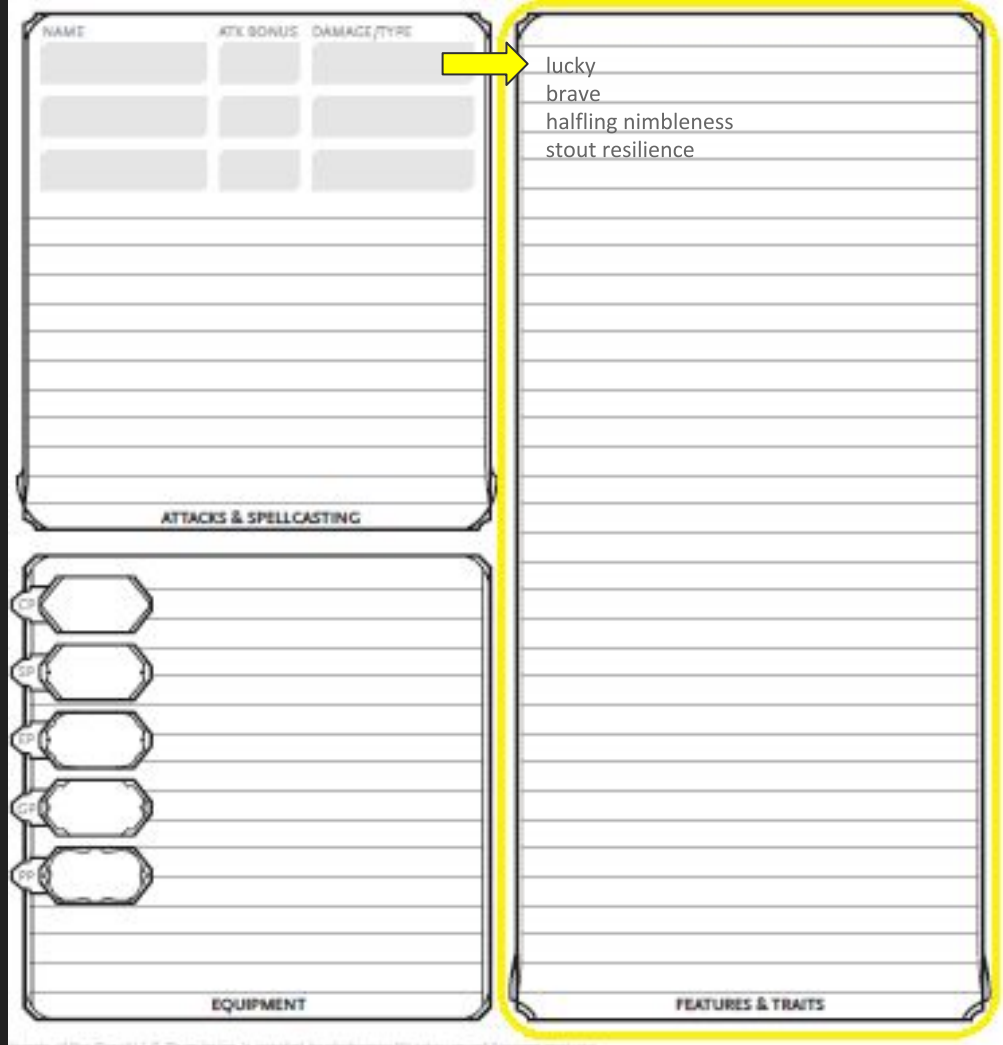
Your character possesses traits in common with his or her people

List your race's traits in the lower right-hand box on your character sheet

Dwarf: *darkvision*, *dwarven resilience*, *stonecunning* (hill dwarf: *toughness*).

Elf: *darkvision*, *fey ancestry*, *trance* (high elf: *cantrip*; wood elf: *mask of the wild*)

Halfling: *lucky*, *brave*, *nimbleness*, (lightfoot: *naturally stealthy*; stout: *resilience*)



Race

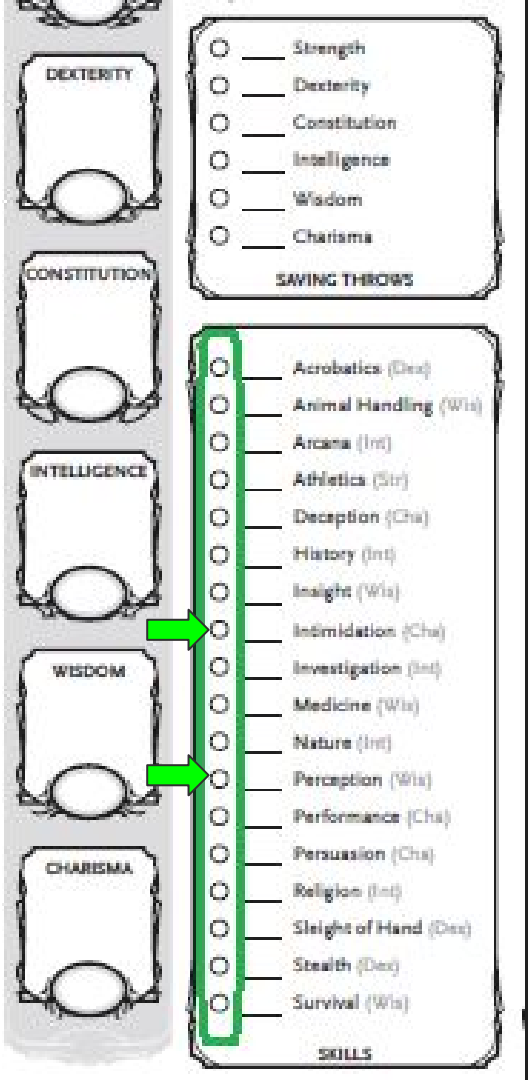
A few races gain skill proficiencies

Proficiency represents a character's inborn knack or special training

Elf characters should fill in the bubble next to Perception.

Half-orc characters should fill in Intimidation.

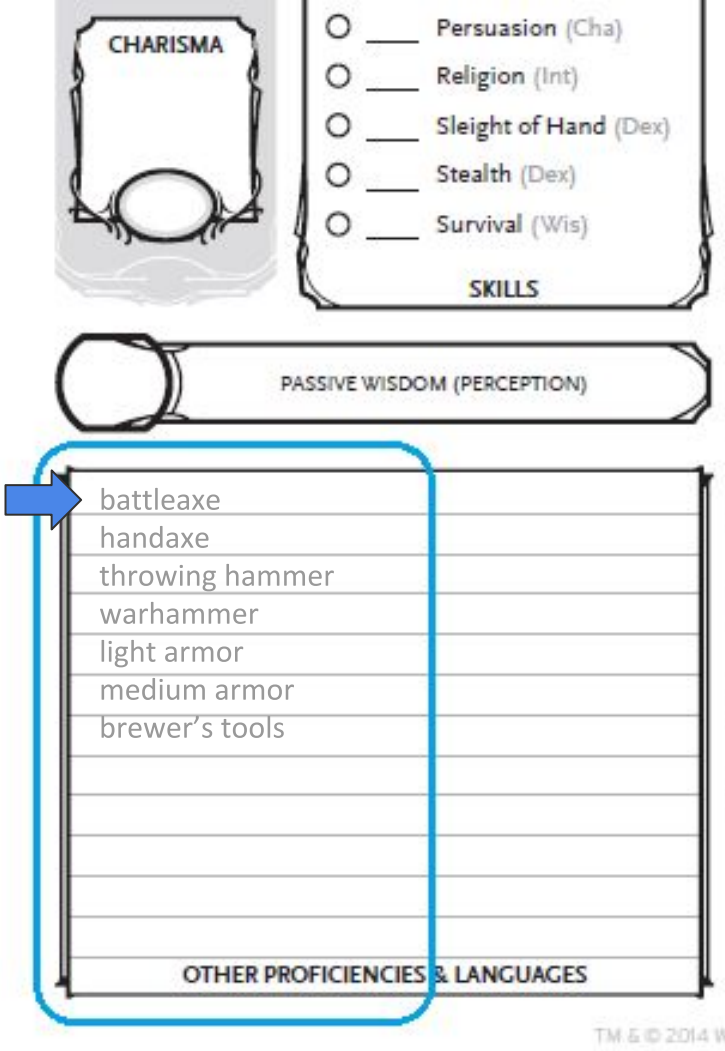
Half-elf characters should fill in any two.



Race

A couple of races gain tool or weapon proficiencies:

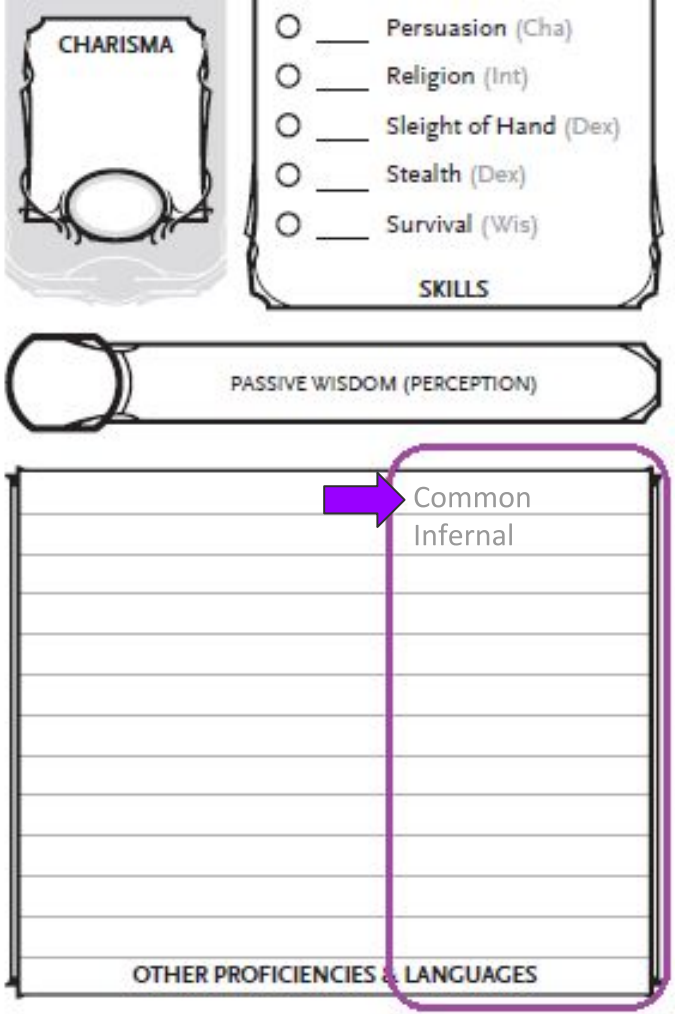
If you are a dwarf or elf, write down your proficiencies in the lower left box on your character sheet



Race

Every race speaks at least two languages. Half-elves speak three

Write down your languages in a separate column in the proficiencies box



background

Background

Your background is what you were before you became an adventurer

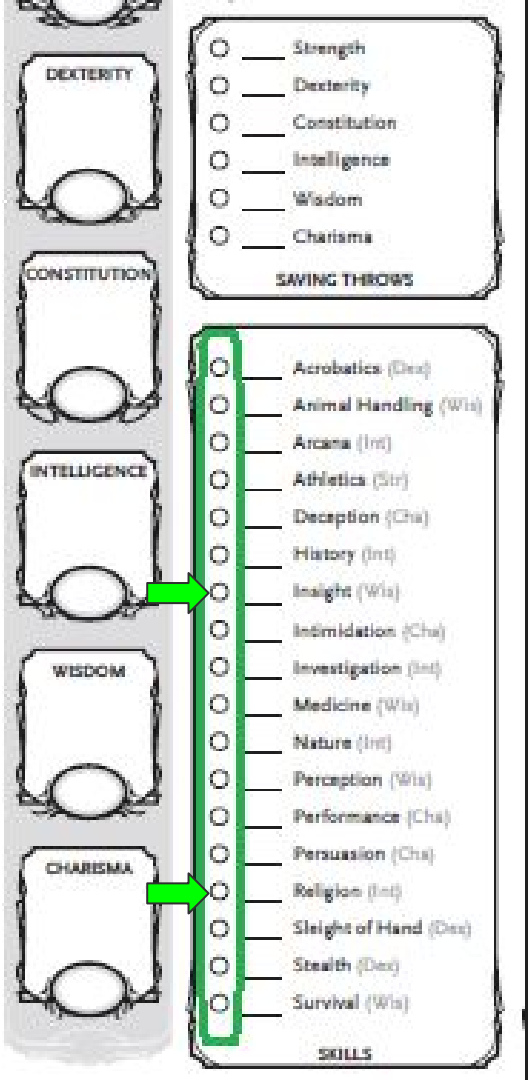
- acolyte
- charlatan
- criminal
- entertainer
- folk hero
- guild artisan
- hermit
- noble
- outlander
- sage
- sailor
- soldier
- urchin

Background

Select a **background** now and record it at the top of your character sheet

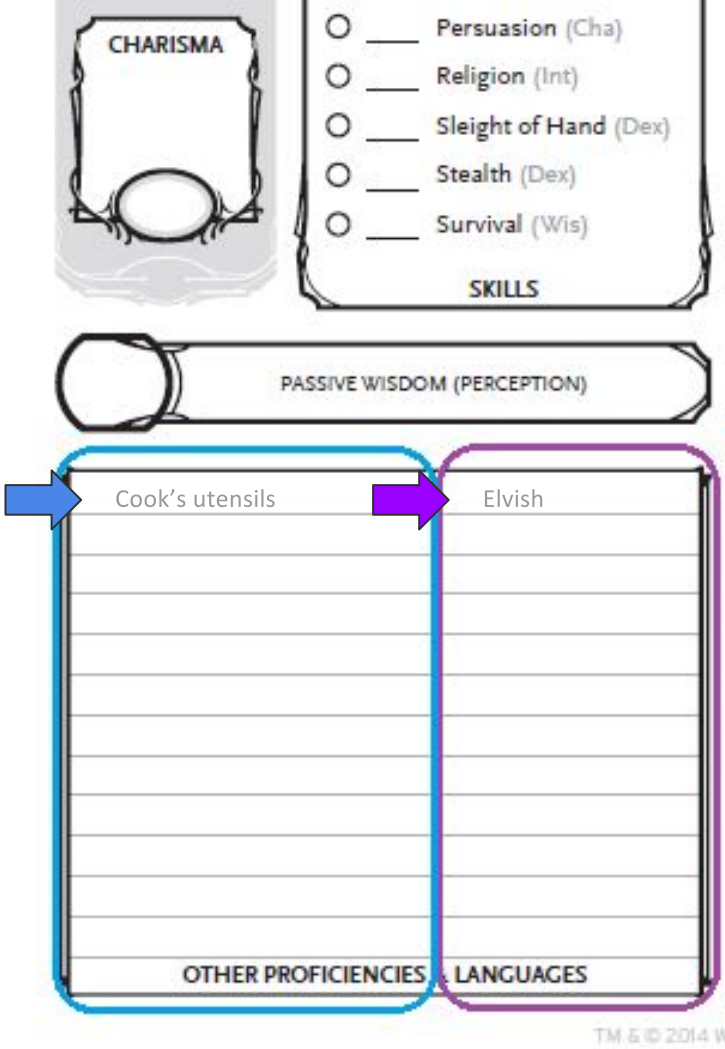
Background

Your background gives you two skill proficiencies



Background

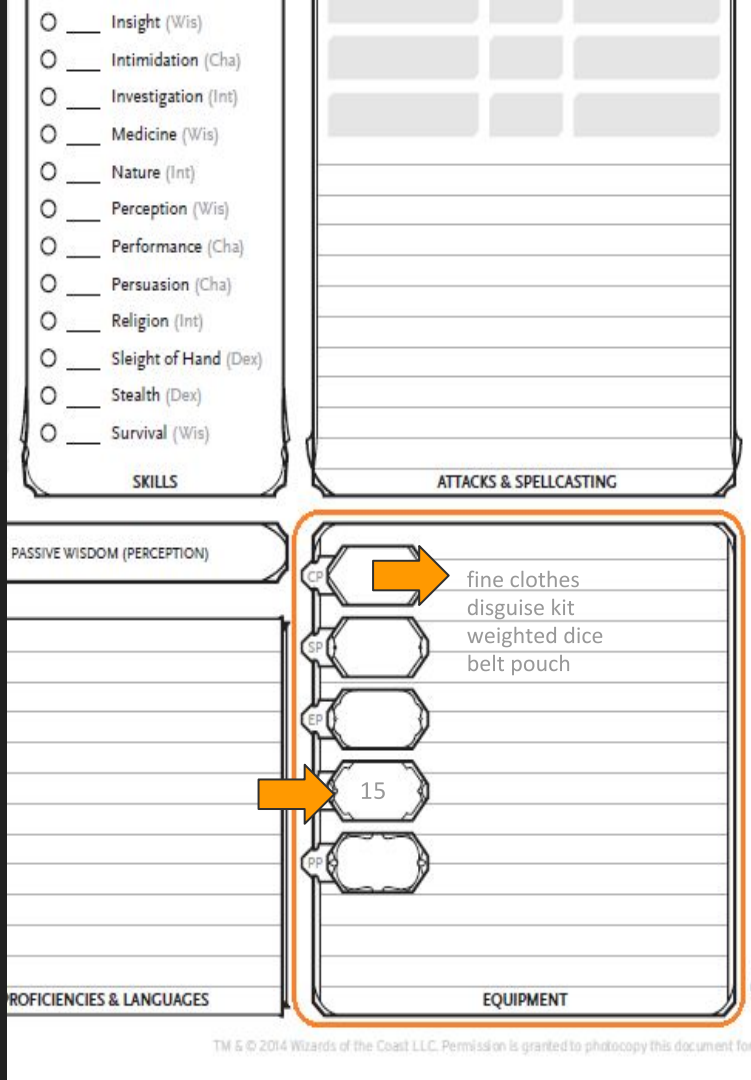
Your background grants you two tool proficiencies, two languages, or one of each



Background

You also pick up equipment related to your background

The gold pieces can be recorded in the box labeled GP



Background

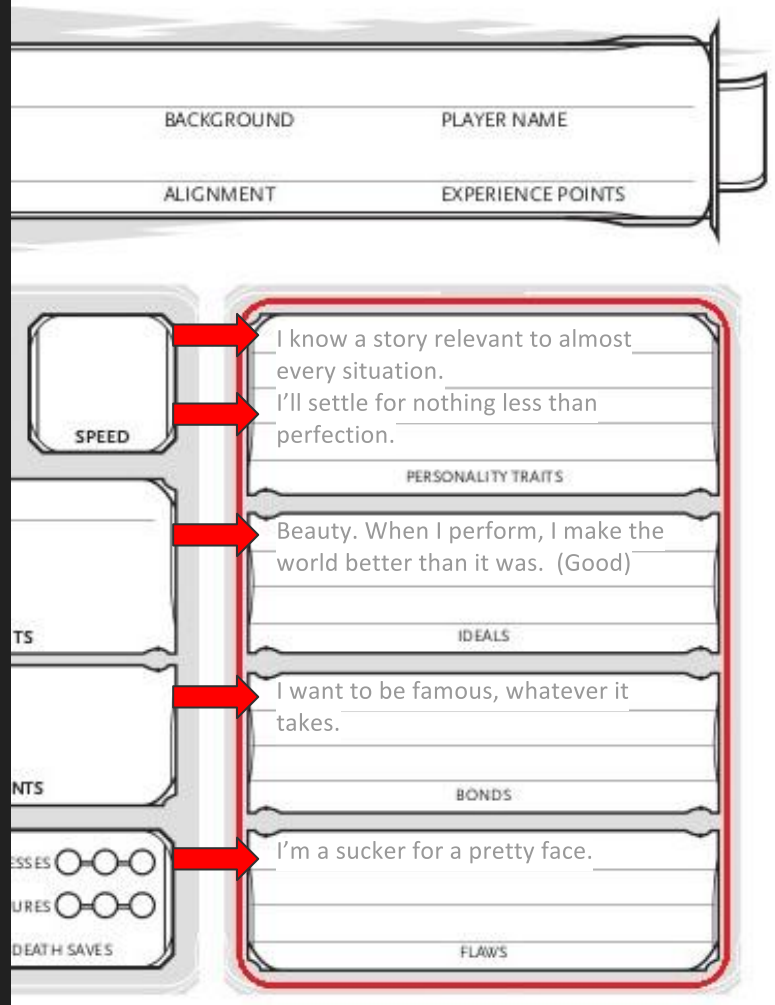
You have a feature unique to your background

Record it below your race traits

Background

Backgrounds have suggested personal characteristics. Roll randomly or choose from the options

You earn inspiration points for roleplaying your character's personality



class

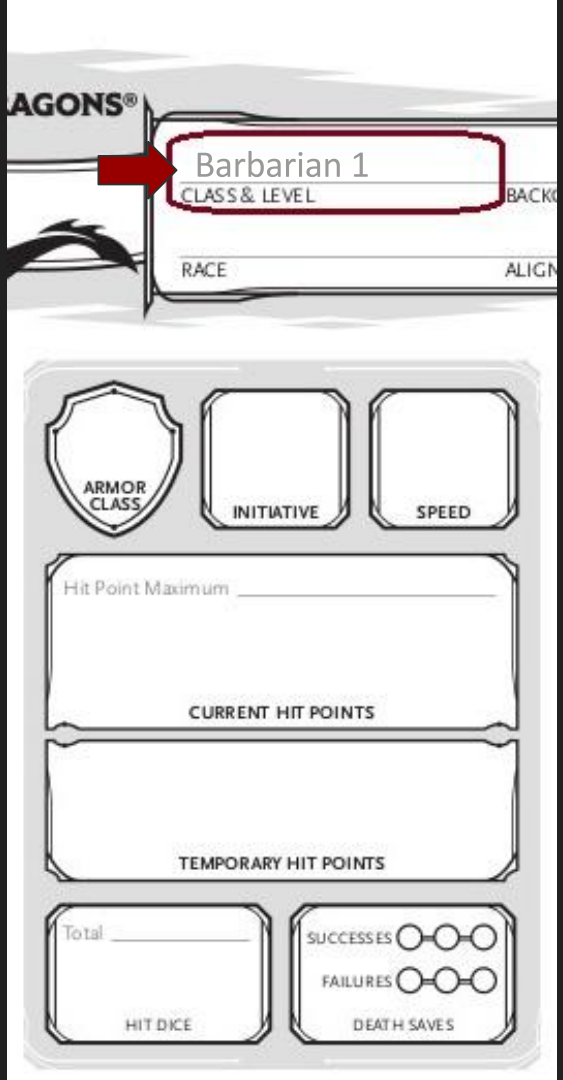
Class

Your class is your character's calling—it's the primary definition of what he or she can do

- Barbarian: a fierce warrior of primitive background who can enter a rage
- Bard: an inspiring magician whose power echoes the music of creation
- Cleric: a champion who wields divine magic in service of a higher power
- Druid: a priest wielding the powers of nature & adopting animal forms
- Fighter: a master of martial combat, skilled with weapons & armor
- Monk: a master of martial arts, harnessing the power of the body in pursuit of physical & spiritual perfection
- Paladin: a holy warrior bound to a sacred oath
- Ranger: a wilderness warrior who uses martial prowess & nature magic
- Rogue: a scoundrel who uses stealth & deceit to outfox obstacles & foes
- Sorcerer: a spellcaster who draws on inherent magic from a gift or bloodline
- Warlock: a wielder of magic derived from a deal with an extraplanar entity
- Wizard: a scholarly magic-user capable of manipulating reality

Class

Select a **class** now and record it at the top of your character sheet. You start at 1st level



Class

Your character has six ability scores:

- Strength measures bodily power & athleticism
  - Important for barbarian, fighter, paladin
- Dexterity measures agility & reflexes
  - Important for monk, ranger, rogue
- Constitution measures endurance & health
  - Important for everyone
- Intelligence measures reasoning & memory
  - Important for wizard
- Wisdom measures awareness & intuition
  - Important for cleric, druid
- Charisma measures force of personality
  - Important for bard, sorcerer, warlock

Class

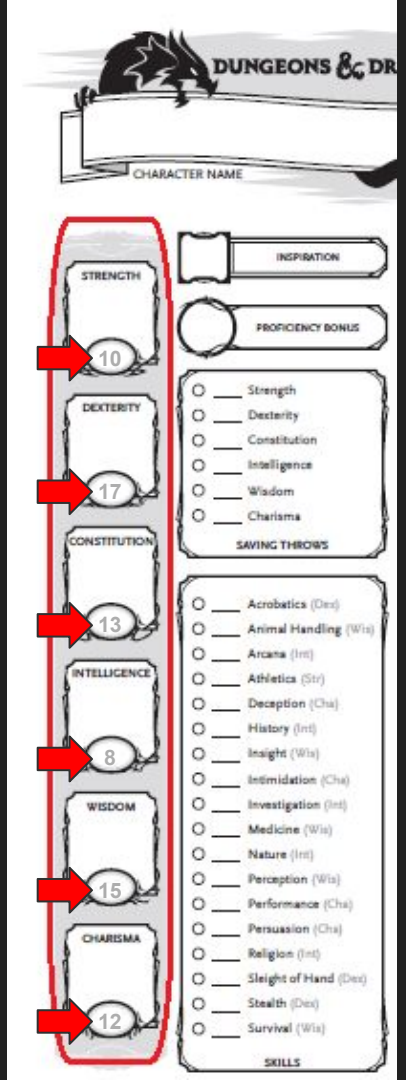
There are two methods for determining your six ability scores:

- Standard Array: 15, 14, 13, 12, 10, 8
- Point Buy: 27 points to spend

Ability Score Point Cost

Score	Cost	Score	Cost
8	0	12	4
9	1	13	5
10	2	14	7
11	3	15	9

Once you have your six numbers, assign each one to an ability score, adding any ability score increase from your race

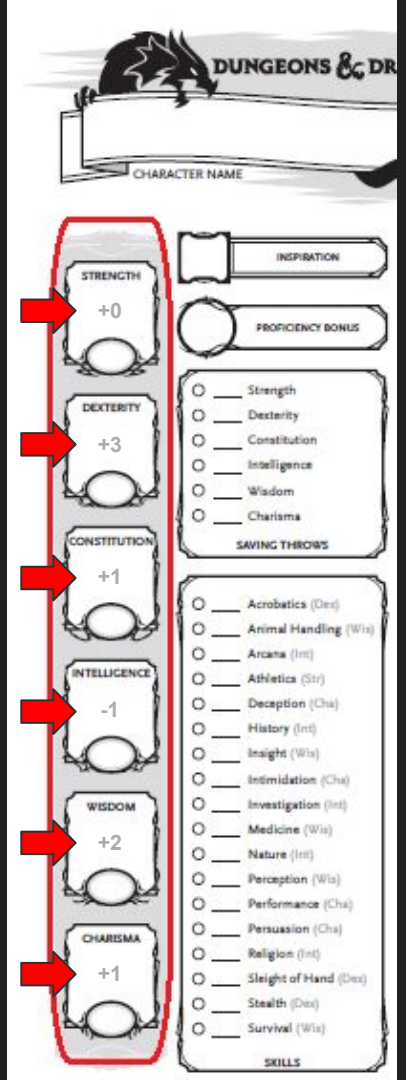


Class

Then record each ability modifier above its corresponding ability score

Ability Scores and Modifiers

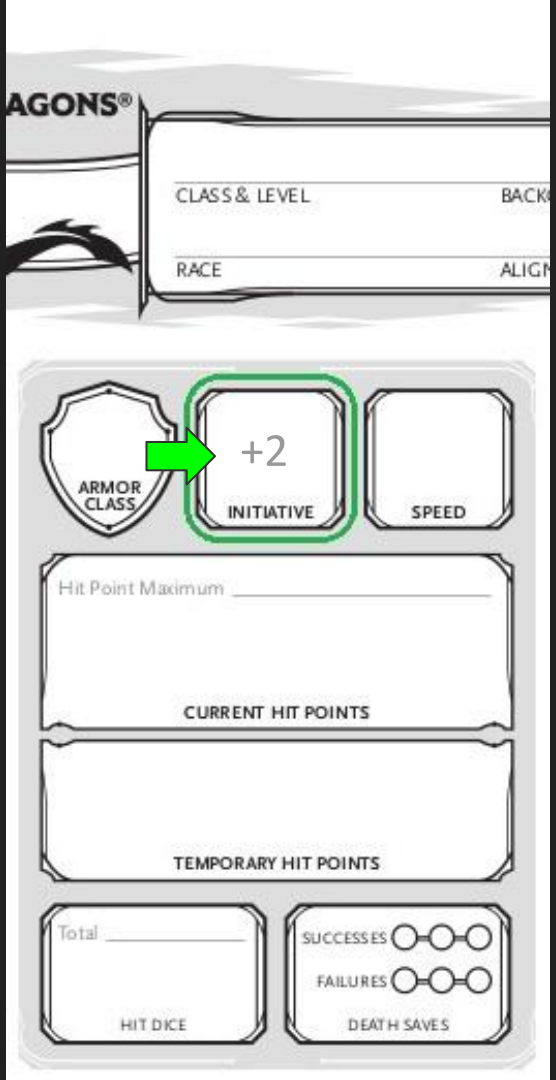
Score	Modifier	Score	Modifier
1	−5	16–17	+3
2–3	−4	18–19	+4
4–5	−3	20–21	+5
6–7	−2	22–23	+6
8–9	−1	24–25	+7
10–11	+0	26–27	+8
12–13	+1	28–29	+9
14–15	+2	30	+10



Class

Initiative determines the order in combat.
d20 + Initiative modifier

Your Initiative modifier is the same as your Dexterity modifier



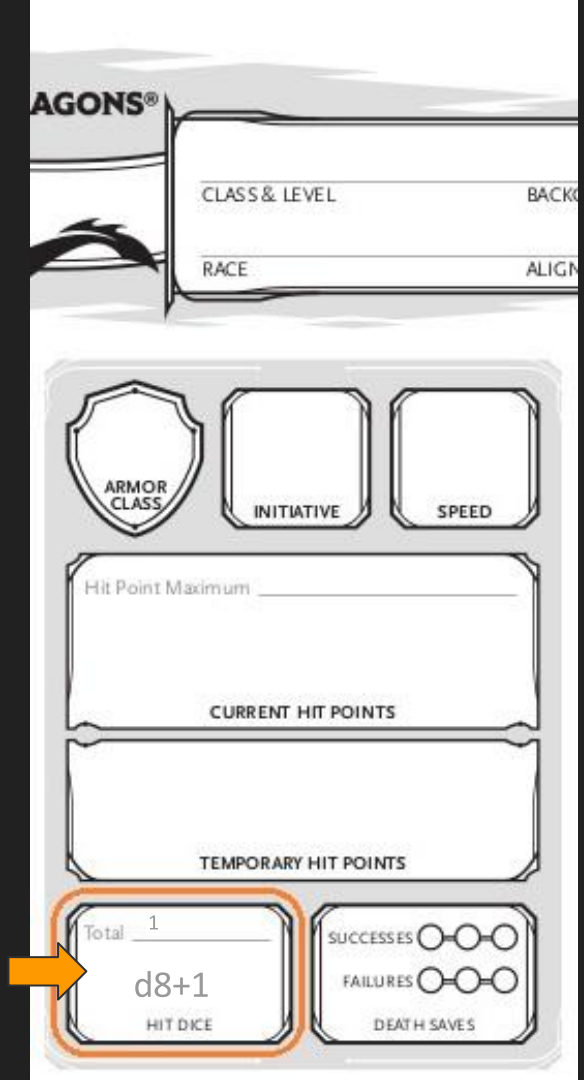
Class

You start with one hit die. The type of hit die is determined by your character's class. Add your Constitution modifier to it

- Barbarian: d12
- Fighter, Paladin, Ranger: d10
- Bard, Cleric, Druid, Monk, Rogue, Warlock: d8
- Sorcerer, Wizard: d6

After a short rest, you can spend one or more hit dice to regain that many hit points

After a long rest, you regain half your spent hit dice

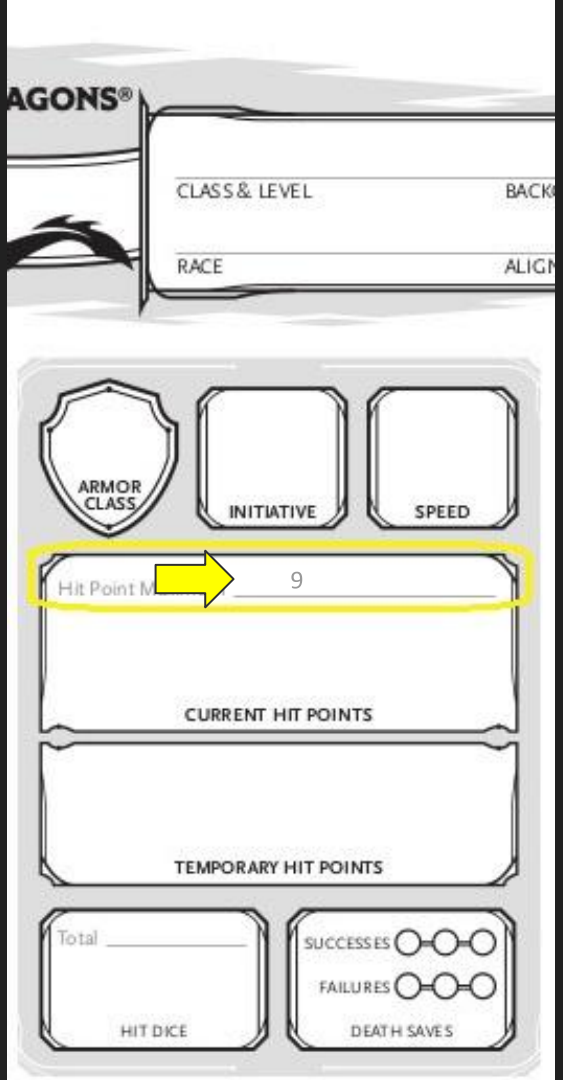


Class

Hit points (hp) measure how tough your character is, how much punishment you can take before losing consciousness

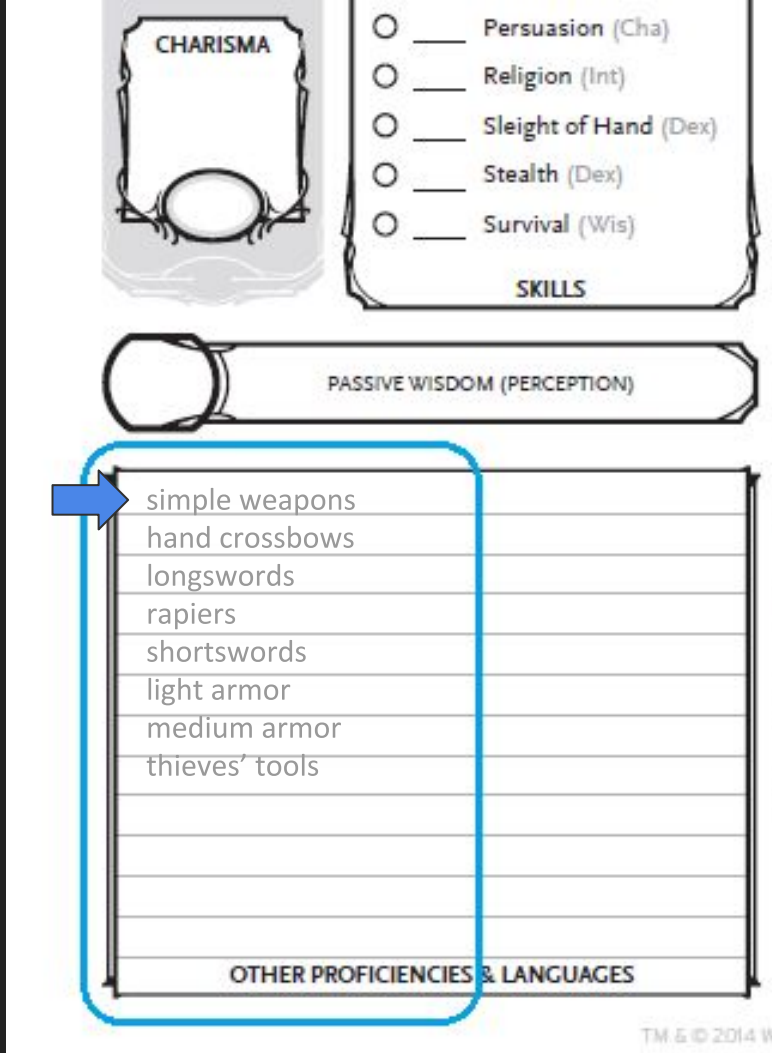
You receive hit points according to your class

- Barbarian: 12 + Constitution modifier
- Fighter, Paladin, Ranger: 10 + Constitution modifier
- Bard, Cleric, Druid, Monk, Rogue, Warlock: 8 + Constitution modifier
- Sorcerer, Wizard: 6 + Constitution modifier



Class

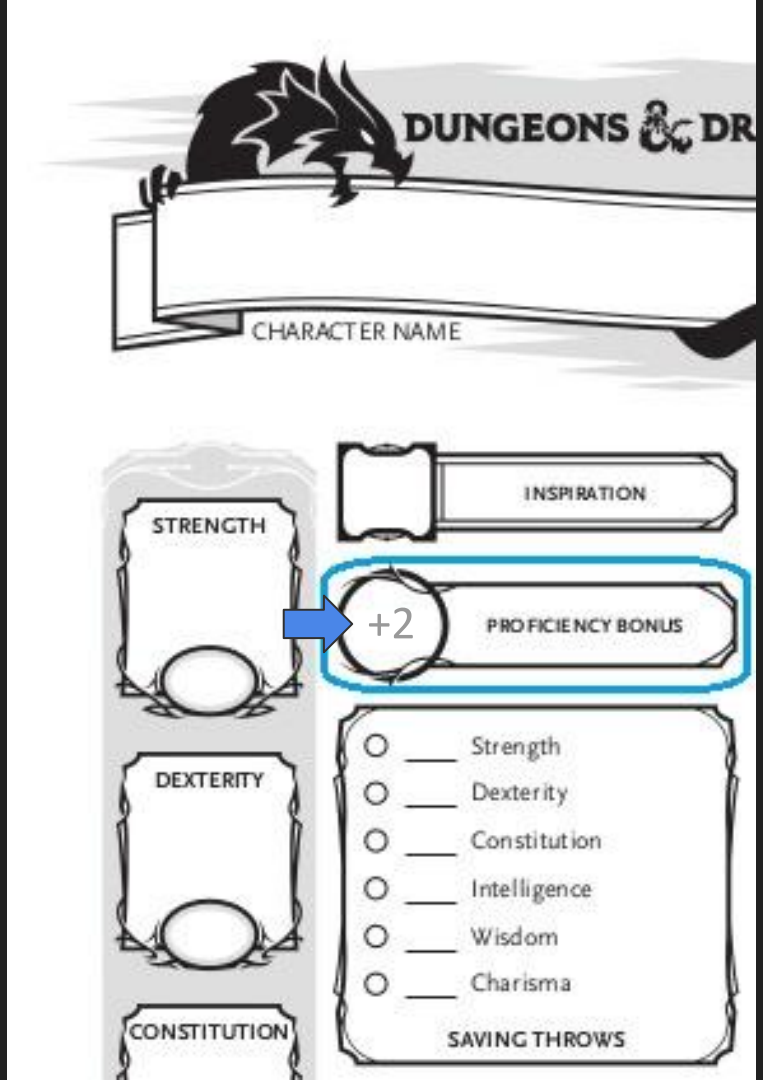
Classes may grant tool, armor and/or weapon proficiencies



Class

Your proficiency bonus at 1st level is +2

You add this bonus to rolls when using weapons, spells, skills, tools, and saving throws with which you are proficient

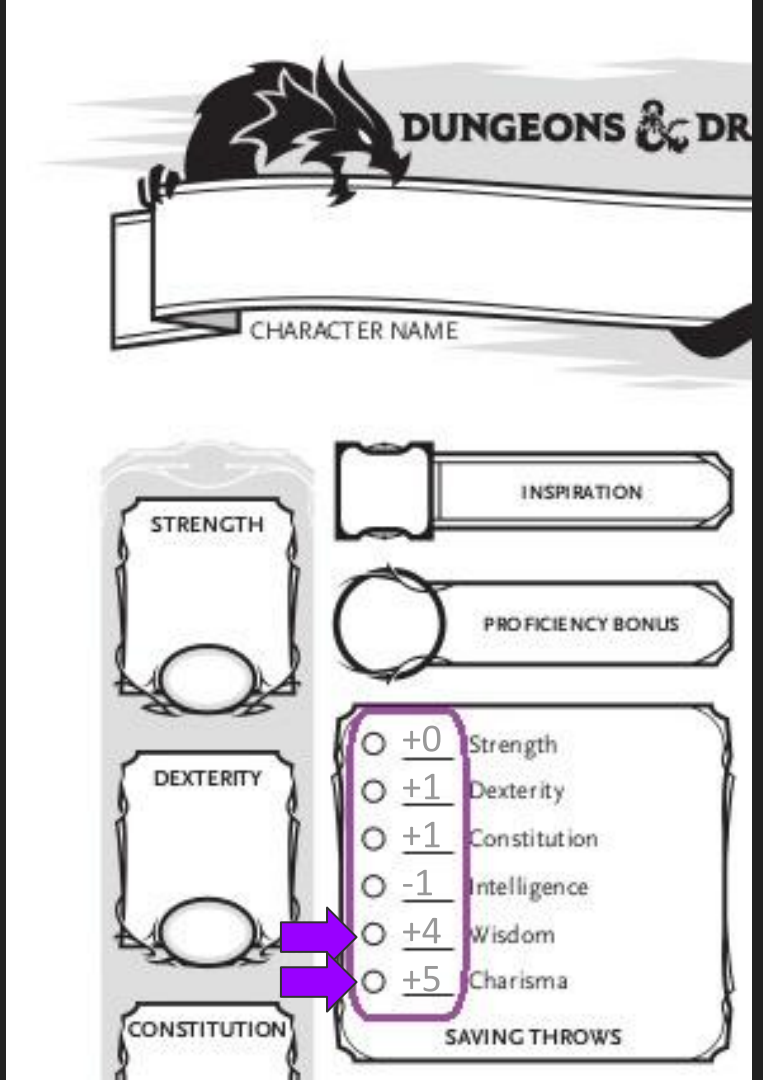


Class

Your class grants you two saving throw proficiencies. Fill in the corresponding bubbles

Saving throws are the same as their corresponding ability modifiers

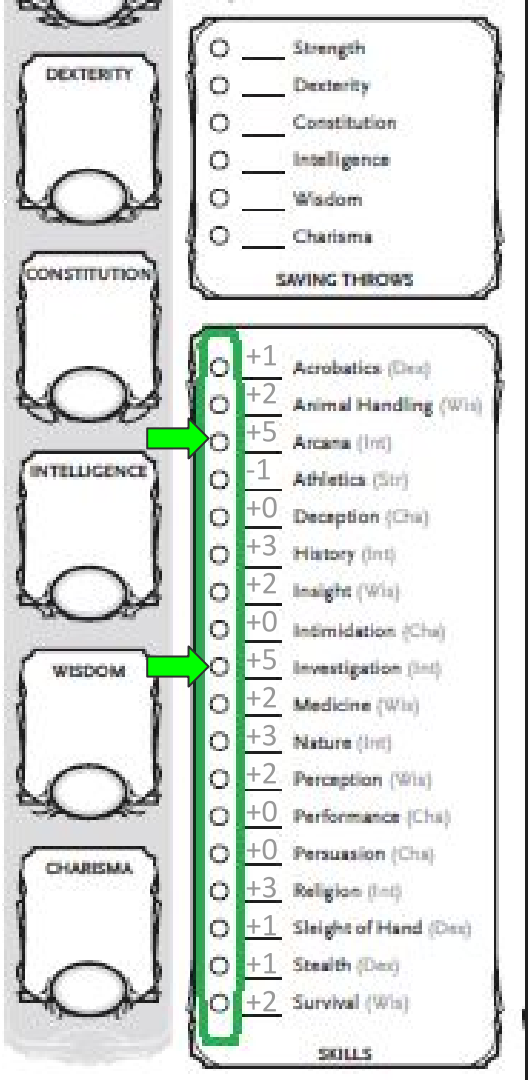
But add your proficiency bonus to those with which you are proficient



Class

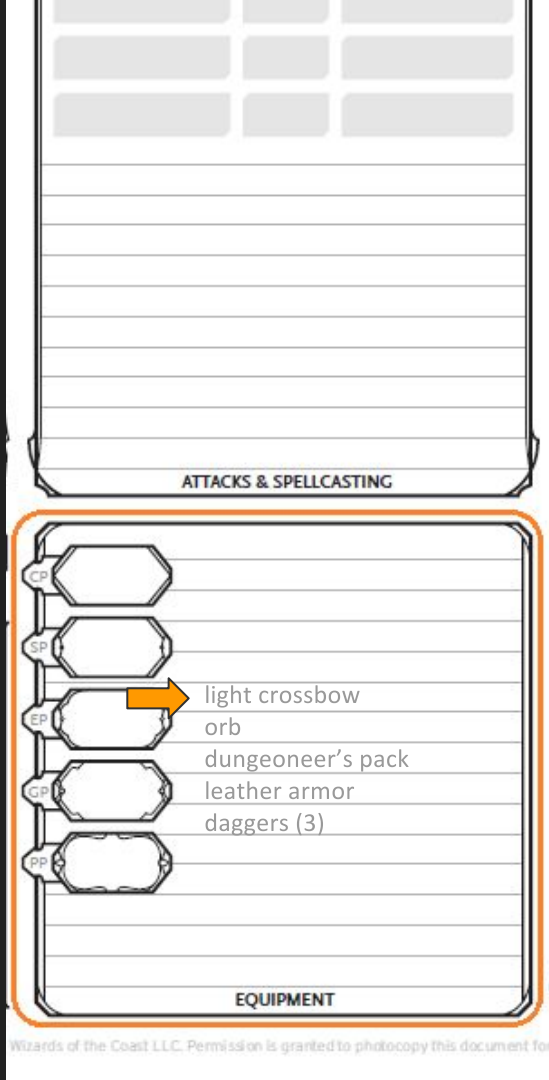
Your class grants more skill proficiencies, usually chosen from a short list

Skill checks use corresponding ability modifiers. Add your proficiency bonus wherever bubbles are filled in



Class

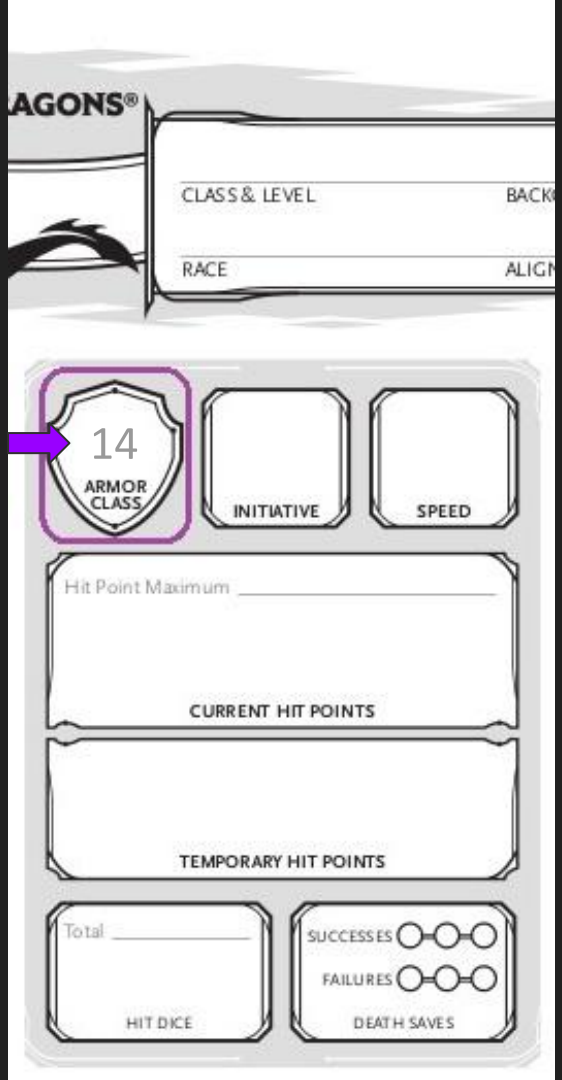
Pick up additional equipment from among the class options



Class

Your Armor Class (AC) is the number enemies have to roll to hit you in combat

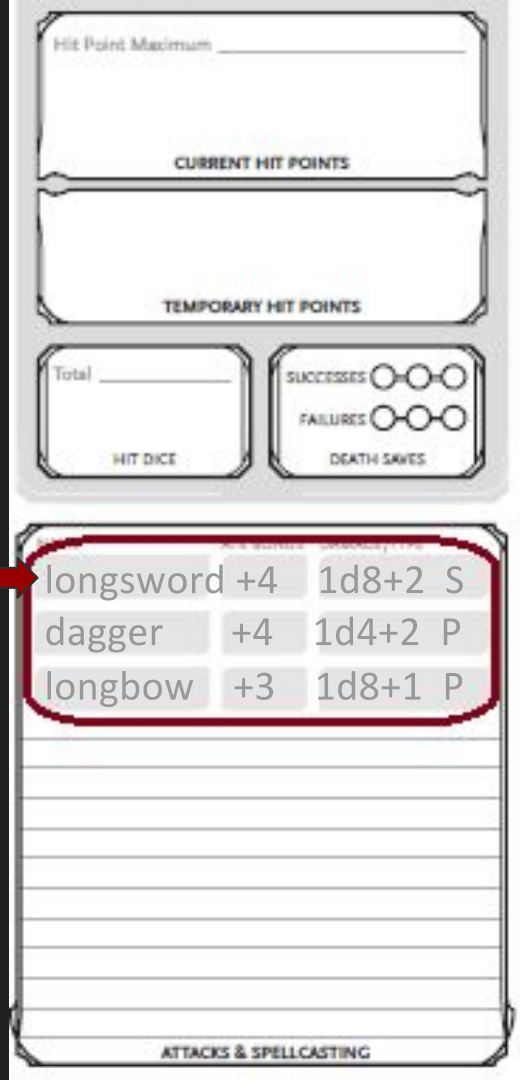
- If you're not wearing armor, your AC is 10 + Dexterity modifier
- If you're wearing armor, refer to the Armor table on page 145
- A shield adds +2 to AC
- Barbarians and monks have an alternate method for determining AC



Class

When you attack with a weapon, roll a d20 and add your proficiency bonus & an ability modifier

- For melee weapon attacks, use your Strength modifier for attack & damage rolls
  - Finesse weapons can use Dexterity instead
- For ranged weapon attacks, use your Dexterity modifier for attack & damage rolls
  - Thrown weapons can use Strength instead



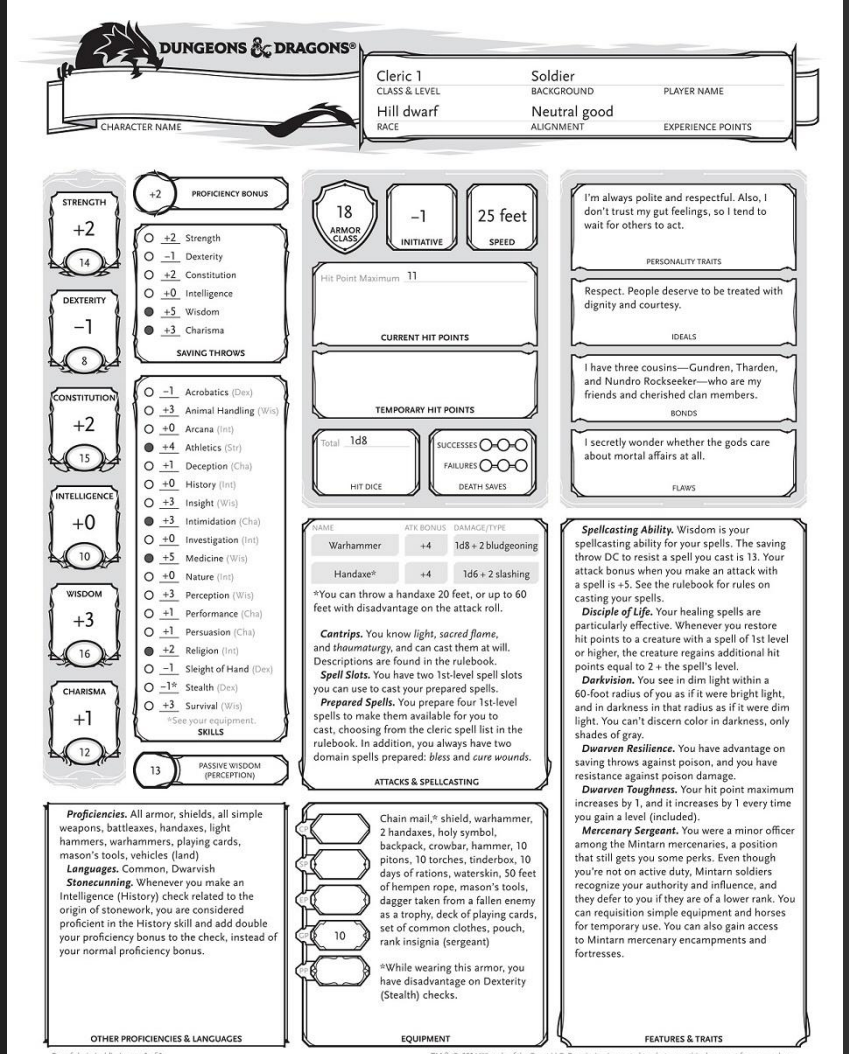
Class

Your have various abilities unique to your class

Record your class features below your background feature

If you're a barbarian, fighter, monk, paladin, ranger, or rogue...

You're done!


DUNGEONS & DRAGONS®

CHARACTER NAME

Cleric 1 — CLASS & LEVEL
Soldier — BACKGROUND
PLAYER NAME
Hill dwarf — RACE
Neutral good — ALIGNMENT
EXPERIENCE POINTS

STRENGTH +2 (14)
DEXTERITY −1 (8)
CONSTITUTION +2 (15)
INTELLIGENCE +0 (10)
WISDOM +3 (16)
CHARISMA +1 (12)

+2 PROFICIENCY BONUS

SAVING THROWS
+2 Strength
−1 Dexterity
+2 Constitution
+0 Intelligence
+5 Wisdom
+3 Charisma

SKILLS
−1 Acrobatics (Dex)
+3 Animal Handling (Wis)
+0 Arcana (Int)
+4 Athletics (Str)
+1 Deception (Cha)
+0 History (Int)
+3 Insight (Wis)
+3 Intimidation (Cha)
+0 Investigation (Int)
+5 Medicine (Wis)
+0 Nature (Int)
+3 Perception (Wis)
+1 Performance (Cha)
+1 Persuasion (Cha)
+2 Religion (Int)
−1 Sleight of Hand (Dex)
−1* Stealth (Dex)
+3 Survival (Wis)
*See your equipment.

13 PASSIVE WISDOM (PERCEPTION)

18 ARMOR CLASS
−1 INITIATIVE
25 feet SPEED

Hit Point Maximum 11
CURRENT HIT POINTS
TEMPORARY HIT POINTS

Total 1d8
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

I'm always polite and respectful. Also, I don't trust my gut feelings, so I tend to wait for others to act.
PERSONALITY TRAITS

Respect. People deserve to be treated with dignity and courtesy.
IDEALS

I have three cousins—Gundren, Tharden, and Nundro Rockseeker—who are my friends and cherished clan members.
BONDS

I secretly wonder whether the gods care about mortal affairs at all.
FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Warhammer	+4	1d8 + 2 bludgeoning
Handaxe*	+4	1d6 + 2 slashing

*You can throw a handaxe 20 feet, or up to 60 feet with disadvantage on the attack roll.

Cantrips. You know *light*, *sacred flame*, and *thaumaturgy*, and can cast them at will. Descriptions are found in the rulebook.
Spell Slots. You have two 1st-level spell slots you can use to cast your prepared spells.
Prepared Spells. You prepare four 1st-level spells to make them available for you to cast, choosing from the cleric spell list in the rulebook. In addition, you always have two domain spells prepared: *bless* and *cure wounds*.
ATTACKS & SPELLCASTING

Spellcasting Ability. Wisdom is your spellcasting ability for your spells. The saving throw DC to resist a spell you cast is 13. Your attack bonus when you make an attack with a spell is +5. See the rulebook for rules on casting your spells.
Disciple of Life. Your healing spells are particularly effective. Whenever you restore hit points to a creature with a spell of 1st level or higher, the creature regains additional hit points equal to 2 + the spell's level.
Darkvision. You see in dim light within a 60-foot radius of you as if it were bright light, and in darkness in that radius as if it were dim light. You can't discern color in darkness, only shades of gray.
Dwarven Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage.
Dwarven Toughness. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level (included).
Mercenary Sergeant. You were a minor officer among the Mintarn mercenaries, a position that still gets you some perks. Even though you're not on active duty, Mintarn soldiers recognize your authority and influence, and they defer to you if they are of a lower rank. You can requisition simple equipment and horses for temporary use. You can also gain access to Mintarn mercenary encampments and fortresses.
FEATURES & TRAITS

Proficiencies. All armor, shields, all simple weapons, battleaxes, handaxes, light hammers, warhammers, playing cards, mason's tools, vehicles (land)
Languages. Common, Dwarvish
Stonecunning. Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.
OTHER PROFICIENCIES & LANGUAGES

Chain mail,* shield, warhammer, 2 handaxes, holy symbol, backpack, crowbar, hammer, 10 pitons, 10 torches, tinderbox, 10 days of rations, waterskin, 50 feet of hempen rope, mason's tools, dagger taken from a fallen enemy as a trophy, deck of playing cards, set of common clothes, pouch, rank insignia (sergeant)

10

*While wearing this armor, you have disadvantage on Dexterity (Stealth) checks.
EQUIPMENT

Dwarf cleric (soldier), page 1 of 2

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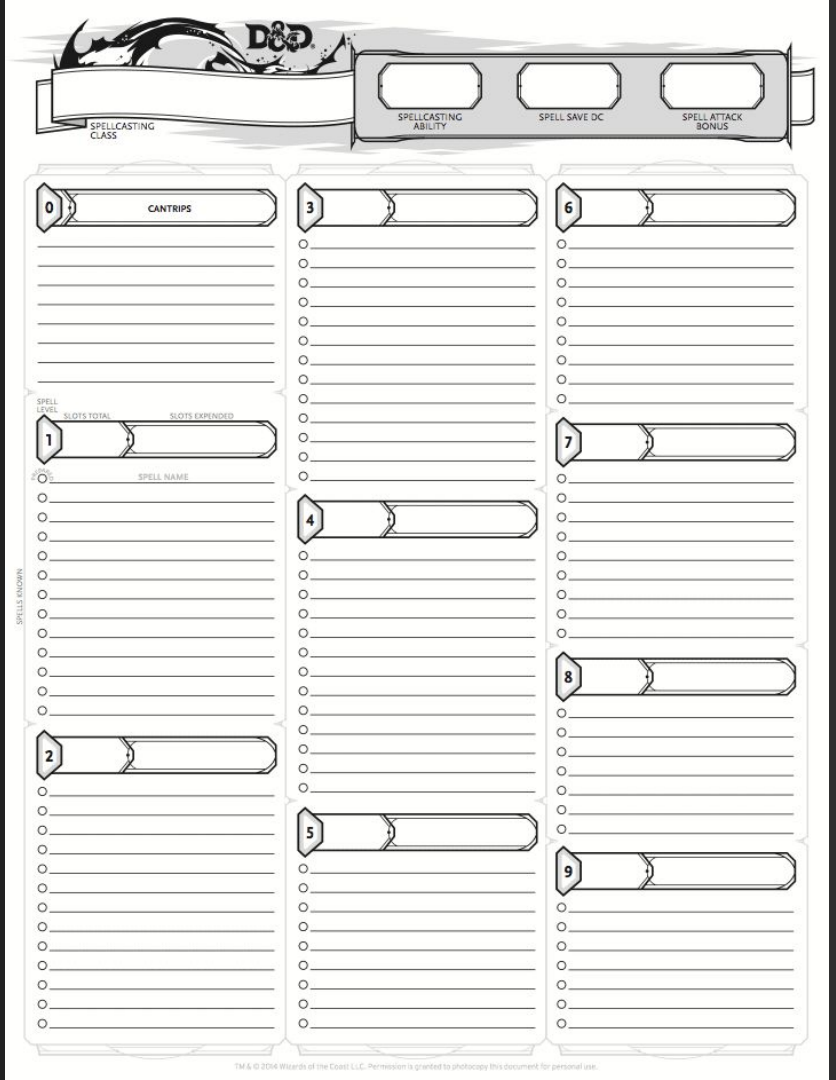
Everyone else is a spellcaster.



Class

First, write down your spellcasting class: bard, cleric, druid, sorcerer, warlock, or wizard

Class

Fill out the spell stats on the right side.

Spellcasting ability

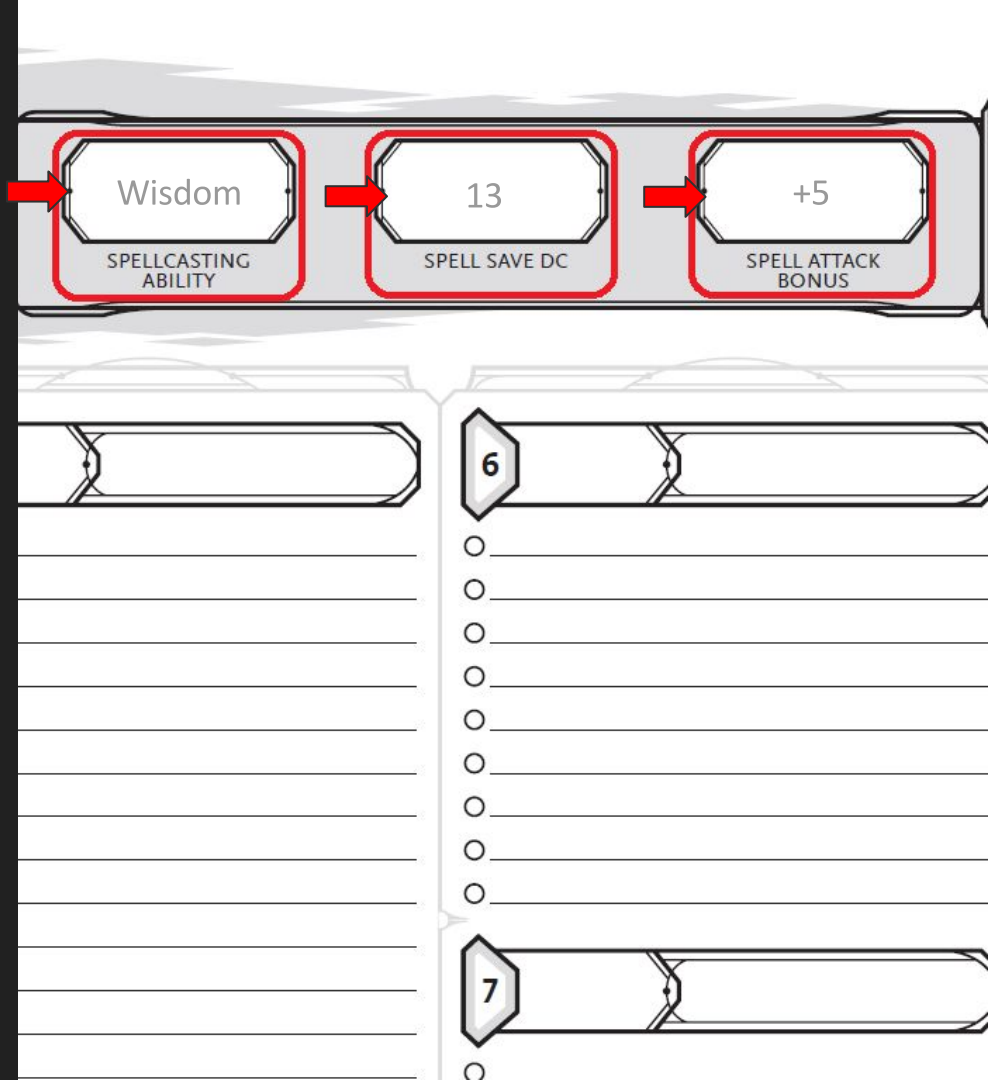
- Bard, Sorcerer, Warlock: Charisma
- Cleric, Druid: Wisdom
- Wizard: Intelligence

Spell save DC

- 8 + proficiency bonus + spellcasting modifier

Spell attack bonus

- proficiency bonus + spellcasting modifier

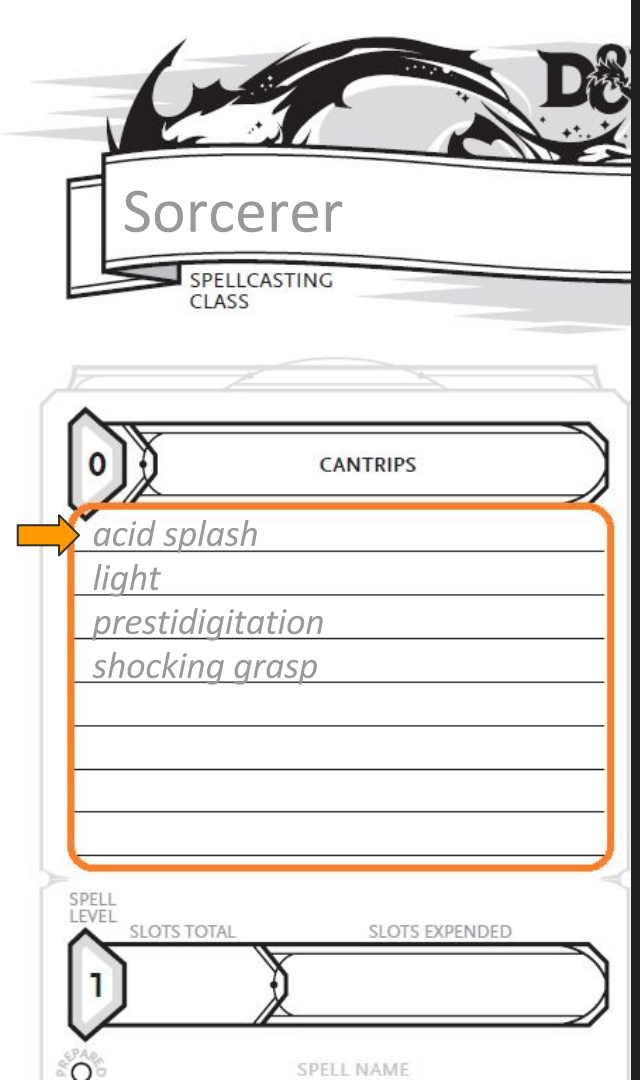


Class

Cantrips are spells that you can cast as many times as you want.

- Bard, Druid, Warlock: 2 cantrips
- Cleric, Wizard: 3 cantrips
- Sorcerer: 4 cantrips

Choose your cantrips from your class spell list



Class

You can also cast 1st-level spells

- Bards (4), sorcerers (2), and warlocks (2) *know* spells
- Clerics, druids know every 1st-level spell from their respective spell list but can only *prepare* a number of them equal to Wisdom modifier + class level
- Wizards have a spellbook with six 1st-level spells. They can *prepare* a number of them equal to Intelligence modifier + wizard level

Record the names of known spells. Fill in bubbles of prepared spells.

You have a number of spells slots, the number of times you can cast spells before resting. Everyone has 2, except warlocks who have 1